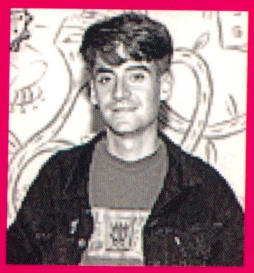
ART

SUPER SAMURAI DIGITAL RODNEY ARTFORCE 2000

スーパーサムライデジタルロドニー
アートフォーススーパーサウザン

Computer Artwork by Rodney Alan Greenblat

The Center For Advanced Whimsy - Interlink
Seibundo-Shinkosha



Rodney Alan Greenblat is a creator of intriguing and whimsical art . His paintings and sculpture have been exhibited in galleries and museums around the world. He is the author and illustrator of children's books, and designer of interactive computer art and computer games for children and adults.
Rodney's sculpture was featured in the 1985 Whitney Biennial, and his work was a major component of the East Village art scene. His first touring museum show entitled "Reality and Imagination. Two Taste Treats in One" premiered by the Chrysler Museum of Norfolk Virginia opened in February of 1992. The show, which was a walk through story book consisting of paintings, drawings, sculpture and computer graphics reopened in February of 1993, at The World Financial Center in New York City. Three children's books "Uncle Wizzmo's New Used Car" and "Aunt Ippy's Museum of Junk" and Slombo The Gross" have been published by Harper Collins.
Rodney's fascination for the computer as an artist's tool has culminated in three commercially available products. "Rodney's Funscreen"(1991) is an entertaining learning game for children, presented on floppy disk and CD-ROM for Macintosh and MS-DOS compatible computers. It was published by Activision. "Rodney's Wonder Window"(1992) is a collection of interactive animated and musical vignettes and activities presented on a Mac/Windows CD-ROM. "Dazzeloids"(1994) , his later CD-ROM work is a comic storybook. Both are published by The Voyager Company.
"Rodney Guy" is an animated segment of a Japanese children's television show called "Ugo Ugo Lhuga" broadcast in Japan on Fuji TV. It was completed in March of 1994 with daily episodes for 25 weeks.

１９６０年カリフォルニア生まれ。スクール・オブ・ビジュアル・アーツにて絵画、彫刻を学び、１９８２年卒業。２５才の時にＮＹのホイットニー・ミュージアムのビエンナーレ展（'８５）に出展、これが現代アート・シーンにおける彼の名を一躍有名にした。これまでに MOMA NY のグループ展を始め、ヨーロッパ、オーストラリア、日本など世界各地で数多くの展覧会に出展している。絵画、彫刻の他、絵本、食器も手掛け、最近では CG 作品そして CD-ROM と、あらゆる分野で活躍するマルチ・アーティストである。Newsweek には最も注目されるマルチメディア・クリエイター５０人の中に選ばれ、９５年の COMDEX では第三作目の CD-ROM"Dazzeloids" が "The Best CD-ROM for children" に選ばれた。MacWorld, SIGGRAPH, COMDEX などのコンピュータ・コンファレンスで毎年レクチャーを行っている。
日本では、フジテレビ系「ウゴウゴルーガ」に９３年１０月から番組終了まで、書き下ろしストーリー「ロドニー・ガイ」をレギュラー提供した。９５年末からロドニーのデザインによる数多くの商品が日本市場で展開される。

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スーパーサムライ
デジタルロドニー
アートフォース
ツーサウザン

Computer Graphics
by Rodney Alan Greenblat

KEY to ICONs

SOFTWARE

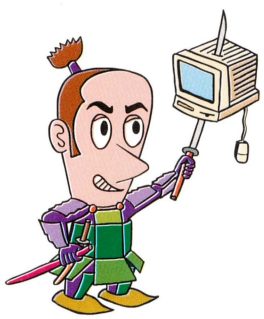
- Studio/8
- Studio/32
- ColorStudio
- Photoshop
- Painter
- FreeHand
- Sculpt 3D
- Director
- Premiere
- SoundEdit
- Studio Vision

HARDWARE

- Macintosh II (12 megs RAM)
- Macintosh IIci (20 megs RAM)
- Macintosh Quadra 950 (40 megs RAM)
- PowerPC 8500 (48 megs RAM)
- PowerBook 540c (20 megs RAM)
- LaCie Silverscanner II
- Wacom graphicsTablet

INFORMATION

- **Date** When the Artwork was finished
- **Story** Original Story by Rodney
- **Technote** additional information on how the images were created.



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Story Spirit

1991

In a deep and comfortable sleep, the young Canhead began to dream. He dreamed a spinning hurricane violently tossed all meaning and logical thought into disarray. In the aftermath, he searched endlessly through the debris for answers. Finally he came to an old building that had once been a library. Inside, the books were scattered in all directions, except for one very large one that sat on a stand. When he opened it, a smiling green ghost popped out and introduced himself as the Story Spirit. "Is this the book of knowledge?" asked the young Canhead. " No, " admitted the Story Spirit, "This is the Book of Dreams!" Although he couldn't understand the strange hieroglyphic language it was written in, he recognized the illustrations as scenes of his own dreams. The last chapter contained all the dreams he had dreamed that evening, and when he tuned the last page the alarm rang and he woke up.

深く心地よい眠りの中で、幼いキャンヘッドは夢を見始めました。夢の中ではぐるぐる回る台風が意味や理屈を吹き飛ばしていました。そして、彼はがれきの中で答えを探し続け、ついにかつて図書館だった古い建物にたどり着きました。四方八方に本が散らばる部屋の中で、とても大きな本が棚に一冊だけ残っていました。その本を開けると中から緑色のゴーストが現われ、本の妖精だと言いました。「これは勉強の本？」キャンヘッドが尋ねると「違うよ。これは夢の本だよ！」本の妖精は答えました。キャンヘッドは本の中に書いてある不思議な形の文字の意味は分かりませんでしたが、自分が見ている夢のシーンが絵になっていることはわかりました。そして、最後の章には、その晩彼が見た夢がすべて載っていたのです。最後のページを開いた瞬間、目覚ましが鳴り、彼は目を覚ましました。

DEDICATION

Dedicated to my Mom, my Dad, Deena, Cleo, Kimberly, Picasso, Walt Disney, The Beatles, Jay Ward, Jim Henson, Charlie Chaplin, Italo Calvino, Osamu Tezuka, George Lucas, The Macintosh, J.R.Tolkien, The Ramones, James Joyce, and Mr. Potatohead.
>Special Thanks to Tak Iwayoshi, Kumi Hamazaki, and Jim Kendal and Jenny Horn.
>Extended Thanks to Gracie Mansion, Bob Stein, Joanna Cotler, Ikuko Sakurai, Shinji Fukuhara, Hideaki Takemura, Masami Kikuchi, John Carlin

Digital Dreams

These images were originally created as a limited edition of color prints for Martin Lawrence Galleries. Each image in the series was printed in an edition of 100 on a Tektronix thermal wax transfer printer.

In a dream, the young Canhead wandered through a forest of geometric trees. The trees were covered with shiny multicolored fruits. Although he was hungry he dared not test these succulent looking unknown delicacies. After a while he met a magical yellow pony who was grazing under an especially beautiful fruit tree. "What do these fruits taste like?" he asked the pony. " They taste exactly the way you imagine them to taste," replied the pony, and went back to his grazing. "They must be bitter," he thought to himself, and then biting into a large striped one he found he was correct. The fruit was so bitter he tossed it to the ground. Picking one of a different shape, he remembered what the pony had said. " This one must be sweet," he thought, and sure enough it was the most sugar sweet and juicy fruit he had ever tasted. "This one must be salty," he thought of the third, and of course it was. After eating his fill, and putting a few in his bag for later, he picked a small red one for dessert. "This one will taste like magic," he thought, and of course it did.

幼いキャンヘッドは夢の中で幾何学的な形をした木の生えている森の中を歩いていました。その木には光った実がなっていました。その実はとてもおいしそうでしたが、これまで食べたことがなかったので、彼はおなかはすいていましたが、その実をとろうとはしませんでした。しばらくして、特別きれいな実のなっている木の下で草を食べている黄色の不思議なポニーに出会いました。「この実はどんな味がするの？」とポニーに尋ねると「君が思ったとおりの味がするよ。」と言って、また草を食べ始めました。「苦いだろうなァ。」彼は心の中でそう思いながら、大きなしま模様の実をかじってみました。その実はとても苦くて、思わず地面に落としてしまいました。別の実を採りながら、ポニーの言ったことを思い出しました。「これはおいしそうだ。」そう思ってかじると、本当にその実は甘くておいしく、今度は「これはしょっぱそうだ。」と思って３つめをかじったら、思った通りやっぱりしょっぱいのです。デザート用に選んだ赤い小さな実は、「魔法みたいな味がするだろうなァ。」と思ったら、やっぱりそのとおりでした。

Magical Fruits

1991

Rockin to The Moon 1991

In another dream, he watched a lonely old guitar sitting in a corner sulking. In the evening the guitar watched a large green moth dance in the moonlight. How he envied the freedom and joy of this fluttering creature. One night the guitar bravely decided to talk to her. "Hello, Miss Moth," he began. Shocked and delighted that someone was speaking to her she began to blush. Then in the tiniest squeakiest voice ever heard, she replied, "Hello, Guitar." Before the Guitar could even begin to compliment and flatter her, she told him a sad story of how she longed to talk to someone but was afraid no one would listen because of her tiny voice. They immediately became close friends. The moth informed the guitar she was a lunar moth, and flew to the moon once a month. She had seen many beings in space, and had been on many adventures. She dreamed of writing songs of these tales, but with her tiny voice, and no musical talent, she had given up. The guitar of course had written and played music its whole life, but never had any words to sing. So together they wrote and sang the most enchanted and haunting songs ever heard, between here and the moon.

別の夢では年老いたギターが寂しそうに片隅にすわっていました。ギターは夜、大きな緑色の蛾が月明りの中でダンスをしているのを見ました。彼は自由で楽しそうにダンスする蛾をどれだけうらやましいと思ったことでしょう。ある晩、ギターは勇気を出して「こんにちは。蛾さん。」と彼は話しかけました。蛾は突然ギターに話しかけられて驚いたのと嬉しかったのとで赤くなりました。そして、とても小さな声で返事をしました。「こんにちは。ギターさん。」そして、蛾は自分がどんなに誰かと話をしたかったかということと、この小さな声では誰にも聞こえないんじゃないかと不安だったという話をしました。二人はすぐに仲良くなりました。彼女はギターに自分は月から来た蛾で、月に一度月まで飛んでいるのだと教えてくれました。彼女の夢は宇宙で出会った生物のことや、数々の冒険のことを歌にすることでしたが、声が小さいし音楽の才能もないからとあきらめていました。もちろんギターはいままでに曲は作っていましたが、歌うことは一度もありませんでした。そこで二人は一緒に作曲して、これまでにないくらい魅惑的で心に残る歌をこの場所と月とで歌いました。

これらのイメージはマーティン・ローレンス・ギャラリー向けのカラープリント作品として創作したものです。シリーズ中のそれぞれのイメージはテクトロニクス・サーマル・ワックス・トランスファー・プリンターにより限定１００枚ずつプリントされました。

The Dreamer

One cool fall night, a young Canhead went to bed early. The rustling of the leaves outside his window was like a tender murmuring song that lured him into a deep warm sleep. As the golden moon lit the purple velvet sky, the young Canhead began to dream.

1991

ある寒い秋の夜、幼いキャンヘッドは早くベッドに入りました。窓の外のさらさらと鳴る葉っぱの音が子守歌のように彼を深い眠りに誘いました。金色の月が紫色の空を照らすころ、キャンヘッドは夢を見始めました。

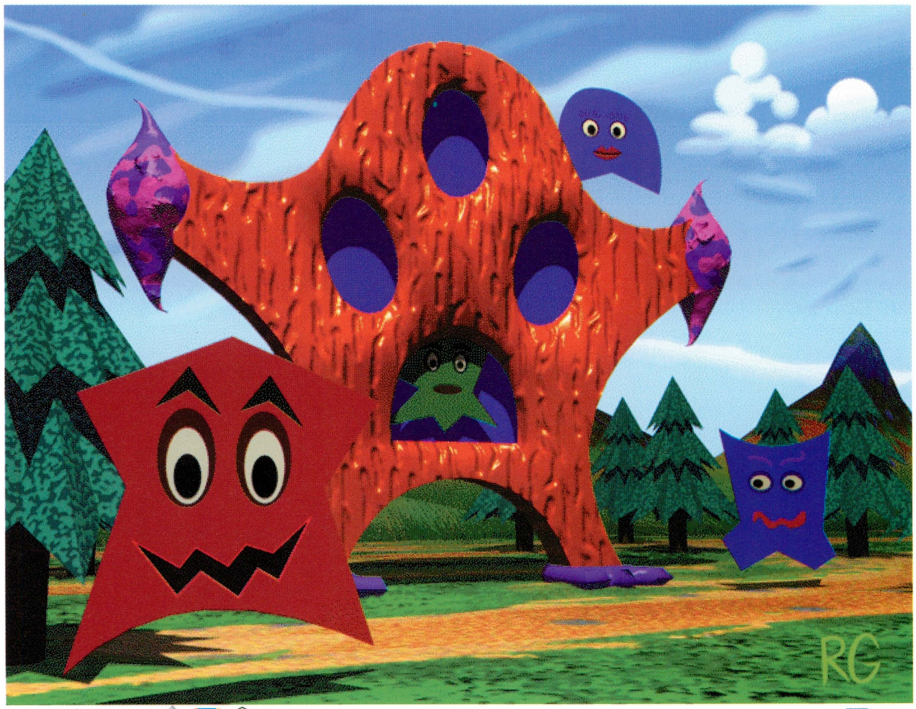
CANWORLD

Originally designed as a fine arts exhibition entitled "Land Ho!", Canworld was depicted with over 80 pieces of sculpture, painting, drawing, and computer graphics. A catalog of the exhibition, which opened in February of 1992, was published by the Chrysler Museum in Norfolk Virginia. The show was on display in February and March 1993 in New York City at the World Financial Center.

キャンワールドは "Land Ho!" というファインアート展覧会のために創作したもので、８０以上の彫刻、ペインティング、ドローイング、CG で表現されています。１９９２年２月に行われた展覧会のカタログはバージニア州にあるノーフォークのクライスラー美術館から発行されました。１９９３年２月と３月にはニューヨークのワールド・ファイナンシャル・センターでも展示されました。

Canworld is the epic fable or the clash of two imaginary civilizations, the Canheads and the Shapelings on planet Canworld. It is a fable that traces a 500 year history involving colonization, spirituality, progress, Sweet Potato Power Pods, kings, princesses, politics, war, environmental concern, rock music, and huge mutant beasts.

これはキャンワールドという星でのキャンヘッドとシェイプリングという二つの文明についての物語です。そして、その星の植民地時代、精神性、進化、スイートポテトパワーのエネルギー源、王様やお姫様、政治、戦争、環境問題、ロック・ミュージック、巨大な怪獣など５００年に渡る歴史を描いています。



Invaders

1991

Powered by the mysterious Sweet Potato Power Pods, one of the first Shapeling Space Ships lands near the Canadian Mountains of Canworld.

不思議なスイートポテトのパワーで、シェイプリングの最初の宇宙船がキャンワールドのキャナディアン・マウンテンの近くに降りたちました。

Classroom

1991

A Canhead teacher named Rollo Canister instructs a group of Shapelings on the hieroglyphic alphabet of Canalonia.

ロロ・キャニスターというキャンヘッドの先生がシェイプリングの生徒たちにキャナロニアの象形文字を教えています。

The Harvest 1991

Two teenage Canheads, Tim Ucan and Harmony Attachment gather natural sugar crystals near their family farm near Kansas. They often feed the extra crystals to a huge monster called an I-stalker that they have befriended.

ティム・ユーキャンとハーモニー・アタッチメントという二人のティーンエイジのキャンヘッドがキャンザスの家族の農場近くでナチュラル・シュガー・クリスタルを集めています。よく彼らは友達になったアイ・スタルカーという名前の巨大なモンスターに余ったシュガー・クリスタルをあげているのです。

Night Visitor 1991

A Shapeling princess named Stargon Marie2 visits the room of her lover, a Canhead whaling captain called Acan. They later become the parents of Starcan, the first Geometron.

シェイプリングのお姫様スタルゴン・マリー二世は恋人であるキャンヘッドの捕鯨キャプテン、エイキャンの部屋を訪ねました。かれらは後に最初のジオメトロンであるスタルキャンの両親になります。

The Great Owl

1991

Canworld was a planet of spirits and magic. Most Canheads believed that a great magic owl created Canworld, and cared for all who lived there. Although most believed in the Great Owl, each tribe and city had a special creature that they believed would bring luck and joy. In the large cities the elected leaders were cautious not to upset the balance of nature, and feared the wrath of the Great Owl. Only electric trains and large battery operated vehicles could move long distances on Canworld. There were no airplanes for only the large Canbirds were allowed to roam the domain of the Great Owl.

キャンワールドは心と魔法の星でした。ほとんどのキャンヘッドたちは偉大な魔法使いふくろう、グレイトオウルがキャンワールドを創りだし、そこに住むみんなを守ってくれていると信じていました。一方、それぞれの町や仲間たちはふくろうの他にも特別の動物をまつり、幸せと喜びを運んでくれると信じていました。大都市では偉大なふくろうの怒りを買うことを恐れ、みんなに選ばれたリーダーが自然のバランスを壊さないように気を配っていました。キャンワールドでは乗り物は電車と電気自動車だけで、飛行機はなく、大きなキャンバードだけが偉大なふくろうの領地を飛び回ることが許されていました。

At The Pond

A giant Candog barks out the news of the coming of visitors. The Striped Canbass is amazed, and spreads the news to the rest of the pond.

大きなキャンドッグが見知らぬ者が来たことを吠えています。横じまの魚、キャンバスも驚いて、池の中のみんなにこのことを伝えました。

1990

This was my first completed 3d model and graphic. Sculpt 3d was still in a beta version at the time, and I was one of the first to use the new texture mapping features. Everything went wrong, and because it was taking so long to render (5 hours) I decided to paint in the buildings and plants instead of modeling and rendering them. Although I originally did it to save time, the idea of combining 2 and 3d imagery became a one of my favorite techniques.

これは私が初めて完成させた３Ｄモデルのグラフィックです。使用ソフトである「スクラプト３Ｄ」は当時まだベータ版で、私は新しいテクスチャー・マッピング技能を早くから使い始めた一人です。しかし、困ったことにレンダリングするのに５時間もかかるため、建物や植物はモデリングとレンダリングをやめてペイントすることにしました。もともと時間の無駄を省くために行ったことなのですが、２Ｄと３Ｄの画像を組み合わせるアイデアは私の好きな技法の一つになりました。

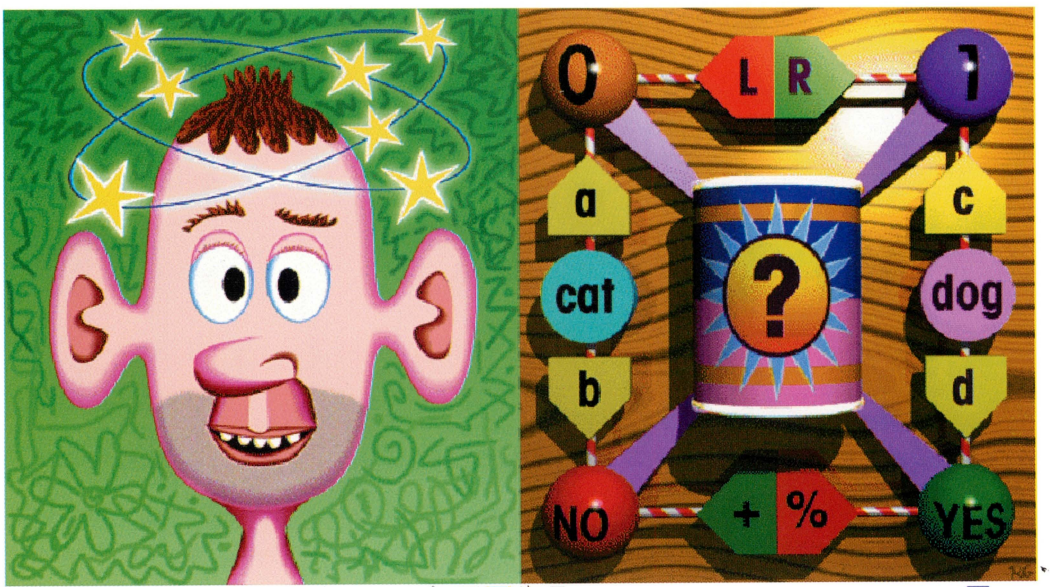
Techno Painting

These images were originally created for a 1992 gallery exhibition at PPOW gallery in New York City. The idea was to create double images, where one side was a portrait, and the other a landscape. The first images, "Pan American Robot" and "Floater Motel" fit this description. As the images progressed, some of them broke away from this format. "Barbecue Reality" and "Love Dogs" are more like mirror images. All the images contain some combination of 2d and 3d technique. Since the show in 1992, these pictures have been shown in galleries and internationally with great success. In 1994 they were shown at an exhibition called "Rodney Time" at the Creation Gallery in Tokyo.

これらのイメージは１９９２年にニューヨークの PPOW ギャラリーで行われた展覧会向けに制作したものです。最初の作品アイディアは片方をポートレイト、もう片方をランドスケープで構成するというダブルイメージのもので、『パン・アメリカン・ロボット』や『フローター・モーテル』などの作品は、このアイディアにぴったりでした。作品を制作していくうちにその中のいくつかはこのフォーマットに収まり切れなくなり、『バーベキュー・リアリティ』と『ラブ・ドッグス』はどちらかというとフラクタルのイメージ（鏡像）になっています。すべての作品は２Dと３Dテクニックの組み合わせを用いています。１９９２年の展覧会以来これらの作品は他のギャラリーでも紹介され、国際的にも高い評価を得ています。１９９４年には東京のクリエイションギャラリーにおいて『ロドニータイム』という個展でも展示されました。

These images were printed in an edition of 10 as Cibachrome color prints. The original Macintosh files were transferred to film as 4 x 5 transparencies. The transparencies were then printed like traditional color images using the Cibachrome process. Color accuracy with this technique was impossible, yet the print contains a richness that was difficult to get with computer printers at the time.

これらのイメージは Cibachrome カラープリントにより、限定１０枚でプリントされました。もとのマッキントッシュのファイルは４×５のポジフィルムに出力され、そのポジフィルムから通常の Cibachrome カラープリントにより印刷されました。この方法だと色がより鮮やかになるだけでなく、当時のコンピュータプリンタでは表現しきれなかった色調の深さも表わすことができました。



When Reach Exceeds Grasp

1993

A man looks at a can of beans and sees a can of beans. This man looks at the can of beans and sees complicated chemical systems and information he can not understand. It is too much for him and now he has become stupid.

男の人が目をやった缶は豆の缶詰。その缶の成分表示を眺めています。その成分表示があまりに科学的で複雑なので、理解しきれず、ついに彼は目を回してしまいました。

Floater Motel 1992

The motel is quiet and clean. It hovers gently in the air, where no one can disturb it. The guest is accompanied only by dreams, which flow easily in the peaceful comfort.

モーテルは静かで綺麗です。そして、空に浮かんでいるので誰にも邪魔をされません。ここに来たお客はいい夢を見ながらゆっくりと休めます。

Love Dogs 1993

When two three dimensional cartoon dogs meet and decide to have puppies, it is a great moment of happiness for all.

二匹の3Dカートゥーンドッグが出会って子犬をほしいと思ったとき…それは、ほかのみんなにとっても最高に幸せな瞬間です。

Pan American Robot 1992

This friendly robot travels between destinations and speaks many languages. She is accepted where ever she goes, and her charm and wit are well known in small towns as well as cities.

このフレンドリーなロボットは世界中を飛び回り、何カ国語も話せます。彼女は行く先々で歓迎され、そして、その魅力とウィットに富んだユーモアは大都市だけでなく小さな町にまでよく知られています。

Chip's Vision 1993

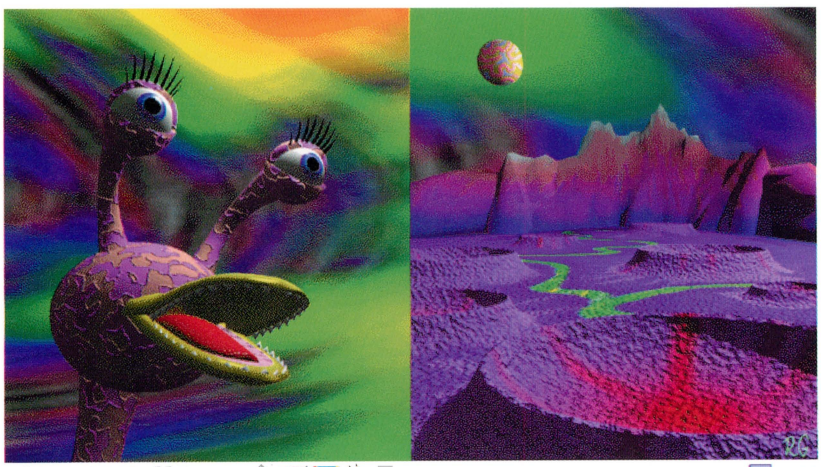
Chip likes to take videos and draw, and tries to use his imagination to design ways of getting to the real land.

チップはビデオを撮ったり絵を描くのが好きです。そして、自分の想像力を使って現実の世界へいく方法を考えています。

At Home In The Garden 1993

This bunny lives on the flowery shores of beautiful garden lake. It is a satisfying place to live with plenty of food and sunshine.

このウサギはきれいな湖のほとりの花畑に住んでいます。そこはたくさんの食べ物と太陽の光にあふれた快適な住みかです。



Planet 1 Billion 1993

Where the sky crackles with icy thunder, the terrifying scream of huge Eye Stalkers echo across ancient craters. There is nowhere more remote than this place.

雷が氷のように冷たく光る瞬間、巨大な目玉の異性人アイ・スタルカーの恐ろしい叫び声が、遥か遠い昔にできたクレーターにこだましています。この世にここより遠い場所なんてないのです。

Peg's Vision

1993

Peg likes to read and write, and she likes to talk to other characters who might know how to get to the real land.

ペッグは本を読んだり、文章を書いたりするのが好きです。彼女は現実の世界への行き方を知っていそうな仲間とおしゃべりするのも好きです。

Beast and Beauty

1993

Some things are so ugly you can't stop looking. Others are so beautiful they have the same effect. So sometimes it is difficult to tell which is ugly and which is beautiful.

醜すぎて目が離せないものがあります。美しすぎて目が離せないものがあります。だから時々なにが醜くてなにが美しいのかわからなくなることがあります。

Barbecue Reality

1993

Nice red lumps of red meat will be grilled to the delight of Mr. Albert Alien, and his neighbor Barnaby Nose, who enjoys hot dogs.

アルバート・エイリアンさんが、おいしそうな肉が焼けるのを楽しみに待っています。お隣のバーナビー・ノーズさんもホット・ドッグに大満足です。

When the color Macintosh II came out it included HyperCard, a program for creating interactive applications without a background in computer programming. This was my first introduction to designing interactive computer art. Another program at the time called "VideoWorks II" allowed color animation to be made and inserted into Hypercard. Eventually this program became Macromedia Director, the tool used to create all of my interactive creations. A few of my first experiments with VideoWorks and Director 1.0 are included on my first CD-ROM called Wonder Window. It is a series of musical vignettes and activities. It was published by the Voyager Company in 1991, and quickly became a cult classic. That same year Activision published another work in progress called "Rodney's Funscreen." Funscreen is an entertaining learning game for children, presented on floppy disk and CD-ROM for Macintosh and MS-DOS compatible computers. The third and most ambitious piece is called Dazzeloids. Dazzeloids is a wacky CD-ROM storybook with a completely original cast of new characters. The focus of Dazzeloids is on humor and an odd and unexpected story line. The goal is to create a CD-ROM-only kind of experience, something that separates the CD-ROM format from other media. The characters are designed for the medium, and the story is written to make sense with the interactive environment. The interface is clean and fun, with plenty of user feedback. Music and sound are as important to the project as the graphics. One third of the total production time is spent on music and sound. Quicktime was used extensively for full motion animations and synching sound.

カラーマッキントッシュII はコンピュータプログラミングの経験がなくてもインタラクティブに作品を作り出すことのできるハイパーカードというプログラムを搭載していました。私はこれを利用して初めてコンピュータ作品を作りました。当時ビデオワークスII という別のプログラムを使ってカラーアニメを作り、それをハイパーカードに書き込む作業ができました。最終的にこのプログラムは MACROMEDIA Director となり、私にとって欠かせない存在となりました。Video Works と Director 1.0 を使用した初期の実験的な作品は『Wonder Window』という私の最初の CD-ROM になりました。これは画像と動きに音楽性をもたせたシリーズで１９９１年に Voyager Company から出版され、すぐに傑作との評価を得ました。同じ年に Activision から『Rodney's Funscreen』という遊びながら勉強できるゲームがマック及び MS-DOS コンパチブルコンピュータ向け CD-ROM とフロッピーディスクで出版されました。最も大がかりになったのが三番目の作品である『Dazzeloids』です。これは個性色豊かな物語の CD-ROM で、登場キャラクターは全て本作品向けに新たに描き下ろしました。この作品の注目すべき点はユーモラスかつ奇妙なビジュアルと、予期せぬ方向へと展開するストーリーにあります。また、この CD-ROM の目的は、他のメディアとはまったく異なった体験ができる作品を制作することです。キャラクターはメディア向けにデザインされ、ストーリーはインタラクティブな環境をフルに生かすよう工夫がなされています。インターフェースはわかりやすく、数多くの楽しい仕掛けを用意しています。グラフィック同様に音楽にも重点を置き、制作時間の三分の一を費やしました。アニメにもそれにつけられた音楽にもふんだんに Quicktime を使いました。

"Rodney's Wonder Window" and "Dazzeloids" were created for Macintosh and Windows computers using Macromedia Director Software on the Mac. The Mac version of "Rodney's Funscreen" was created with Director, but Activision decided to rewrite the program from scratch for DOS operating systems.

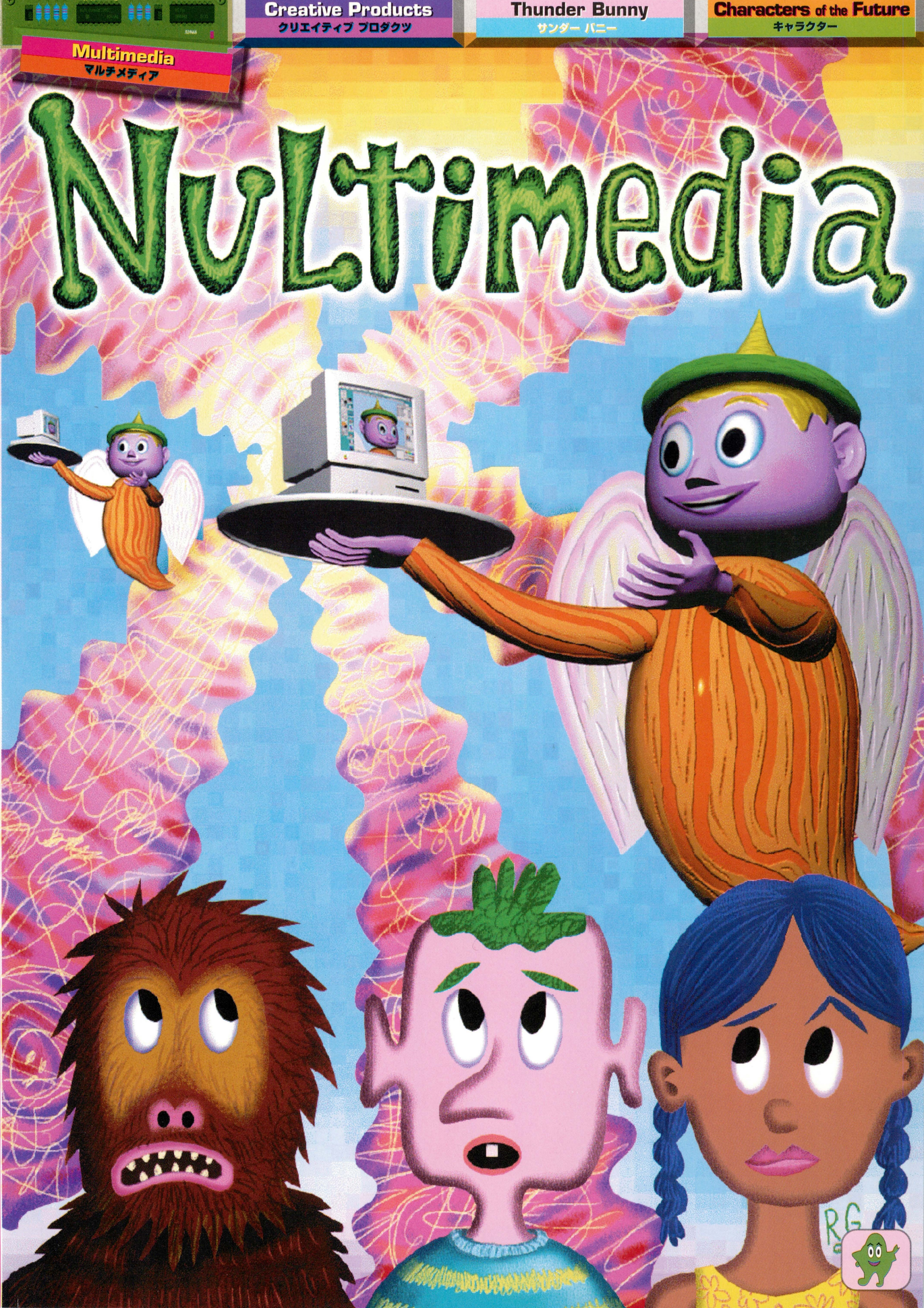
『Rodney's Wonder Window』と『Dazzeloids』はマックとウインドウズ向けにマックの MACROMEDIA Director というソフトを使って制作されました。マック仕様の『Rodney's Funscreen』も同じソフトで制作されましたが、Activision の意向で最初から DOS システムに書き換えられました。

Nultimedia (A full page illustrater for GURU magazine) ▶

1993-1995

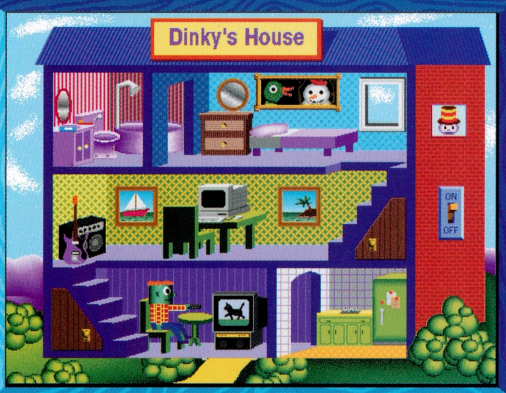
Multimedia
マルチメディア

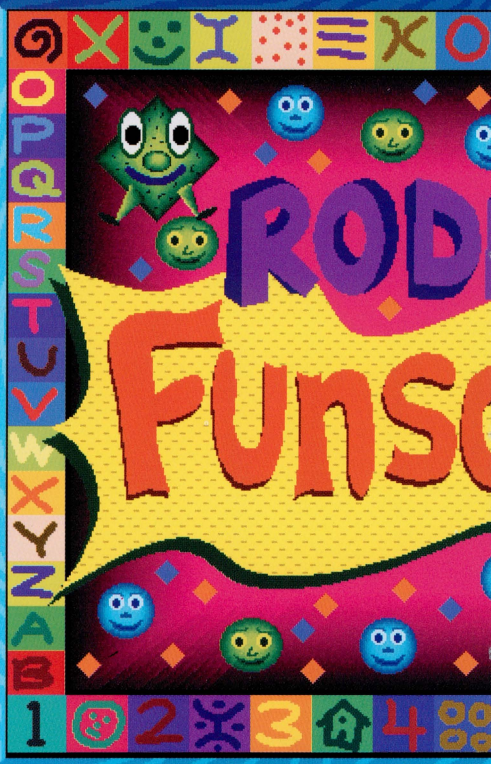
Multimedia



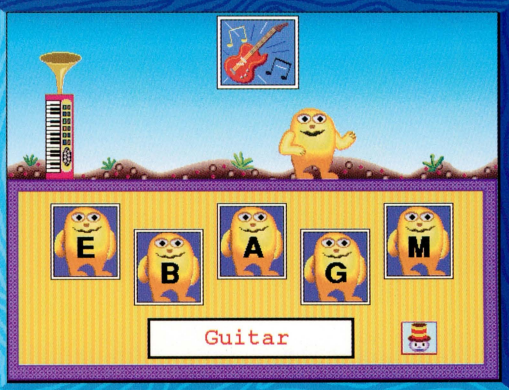
RODNEY'S
FUNSCREEN
Dinky's House
Guess-O-Matic
Barber Joe
Too Many Monsters
Alphabeeps
GO
STOP

WOOF
JANE
JOE

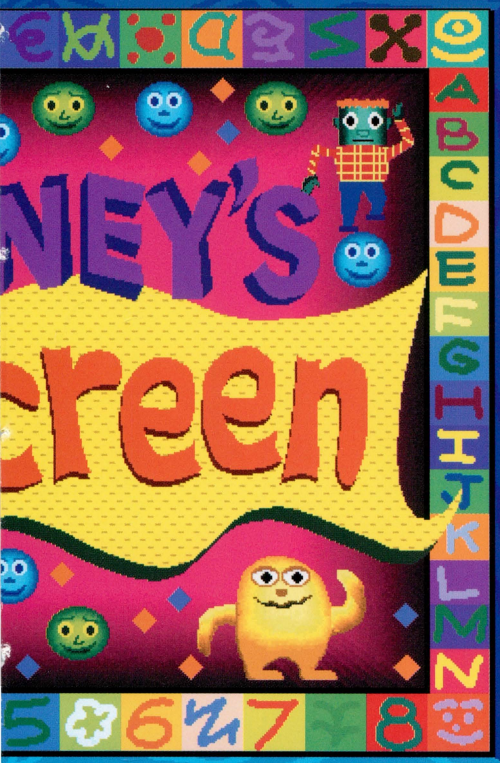

Dinky's House
ON
OFF

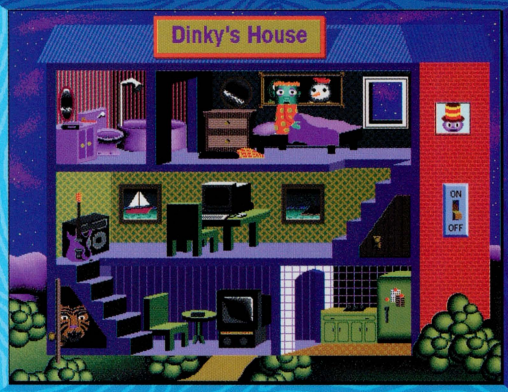

ROD
Funsc

2 3
7 8 9 10

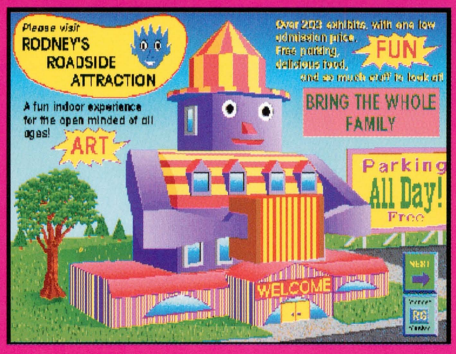

E
B
A
G
M
Guitar

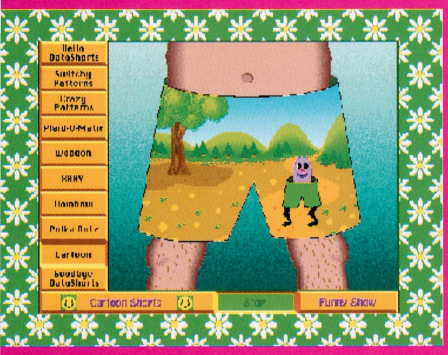
Multimedia
マルチメディア

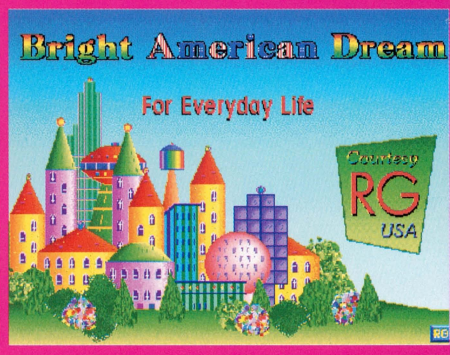


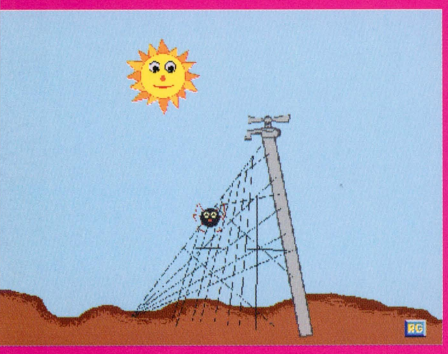


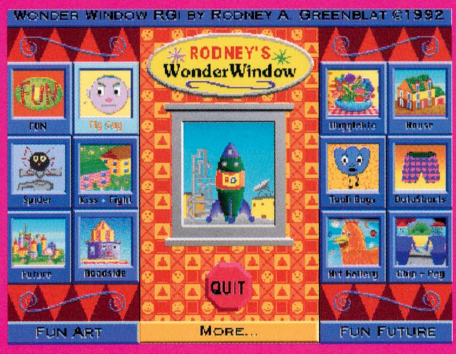
FUN

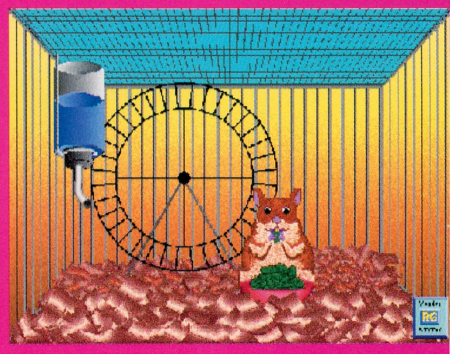

Please visit
RODNEY'S ROADSIDE ATTRACTION
A fun indoor experience for the open minded of all ages!
ART
Over 2001 exhibits, with one low admission price.
Free parking, delicious food, and so much stuff to look at!
FUN
BRING THE WHOLE FAMILY
Parking All Day! Free
WELCOME

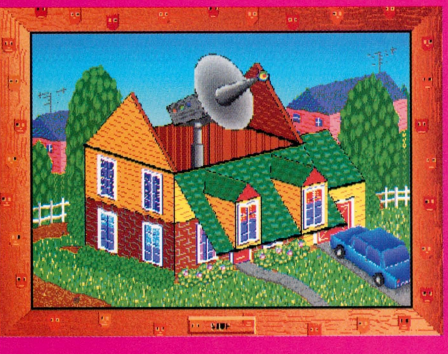

Hello Dolphsharts
Switching Patterns
Crazy Patterns
Mind-O-Meter
Weapon
RRRV
Manhattan
Perfect Rotor
Cartoon
Goodbye Dolphsharts
Cartoon Shorts
Funny Show


Bright American Dream
For Everyday Life
Courtesy
RG
USA

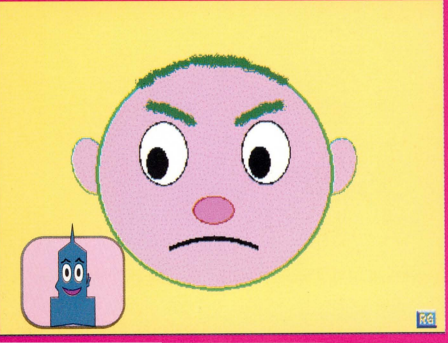



WONDER WINDOW RGI BY RODNEY A. GREENBLAT ©1992
RODNEY'S WonderWindow
FUN
QUIT
FUN ART
MORE...
FUN FUTURE



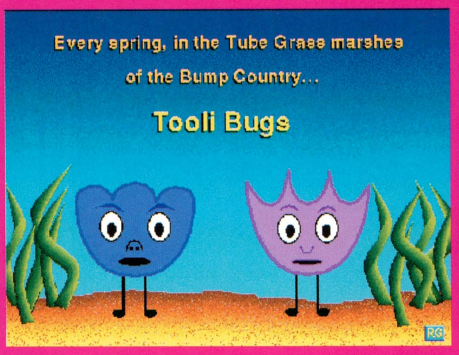


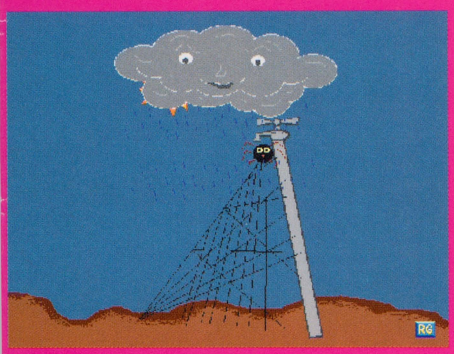
HAPPY BIRTHDAY
Cleo and Kimberly

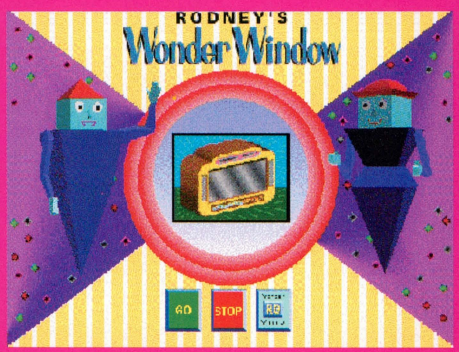


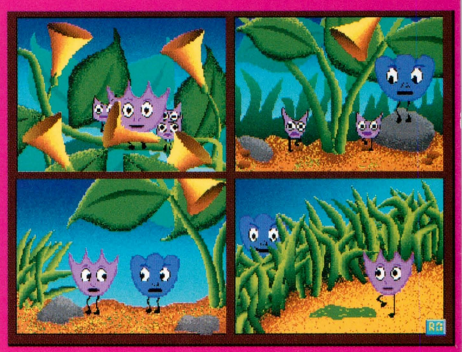
BUG KILL
WATER

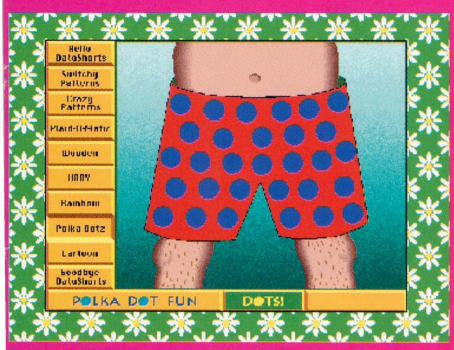
Multimedia
マルチメディア

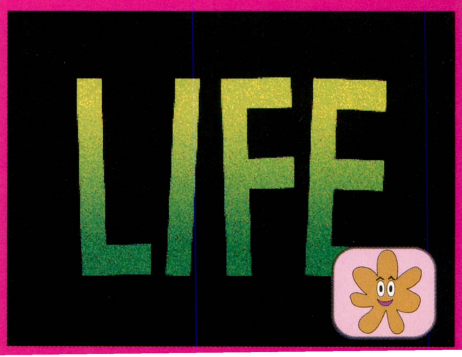










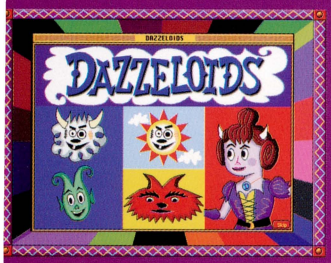


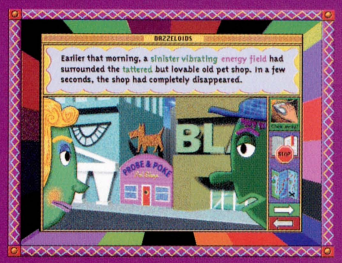
QuickStart
クイックスタート

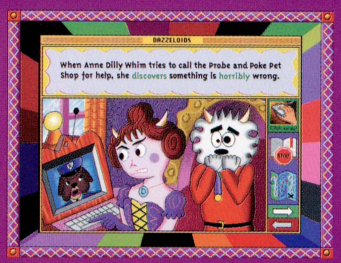
Digital Dreams
デジタル ドリーム

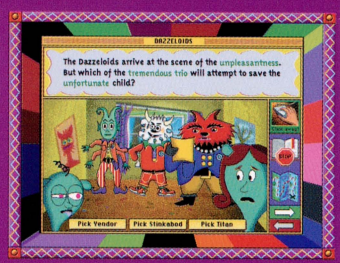
Canworld
キャンワールド

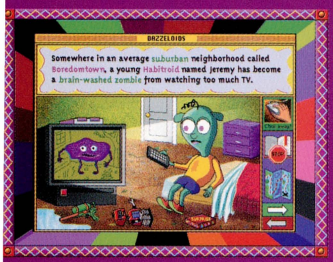
TechnoPainting
テクノペインティング

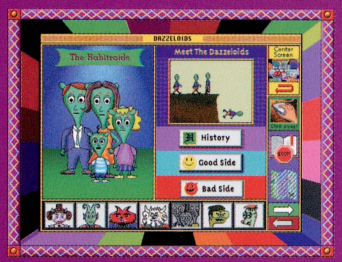



Earlier that morning, a sinister vibrating energy field had surrounded the tattered but lovable old pet shop. In a few seconds, the shop had completely disappeared.

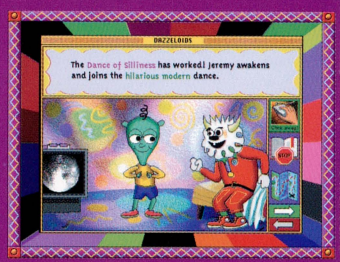



The Dazzeloids arrive at the scene of the unpleasantness. But which of the tremendous trio will attempt to save the unfortunate child?
Pick Yendor
Pick Stinkabod
Pick Titan

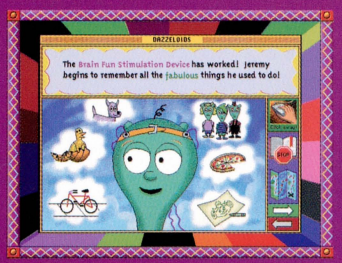

Somewhere in an average suburban neighborhood called Boredomtown, a young Habitroid named Jeremy has become a brain-washed zombie from watching too much TV.

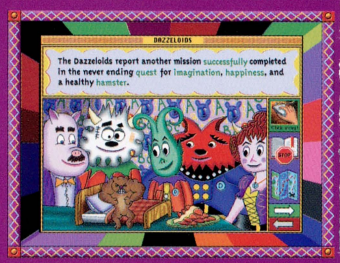


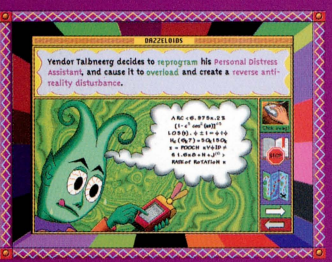
Soon our heroes arrive at the scene of the bizarre occurrence. Yendor scans the area with his Personal Distress Assistant.



The Dazzeloids report another mission successfully completed in the never ending quest for imagination, happiness, and a healthy hamster.



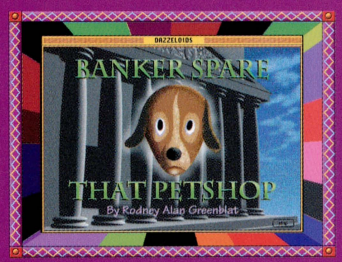

The Dazzeloids report another mission successfully completed in the never ending quest for imagination, happiness, and a healthy hamster.

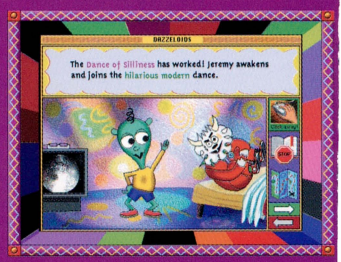

Yendor Talbneerg decides to reprogram his Personal Distress Assistant, and cause it to overload and create a reverse anti-reality disturbance.

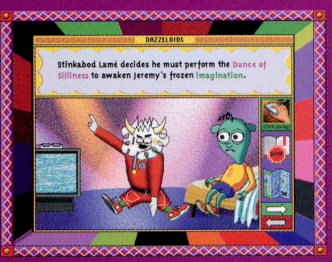
The Dazzeloids are caught by the Mediogre's cruel plan. But who will rescue the tremendous trio as they attempt to save the beloved pet shop?
Anne Dilly Whim
The Dazzeloids
The Mediogre

Unfortunately, the Dazzeloids themselves are trapped by the fiendish Transglumifier. One by one they are transglumified into nothingness.

And so the Dazzeloids report another mission successfully completed in the never ending quest for imagination, happiness, and a healthy between meal snack.







Using an arsenal of complicated and expensive computer software, Anne Dilly Whim plans a way to rescue her vanished comrades.

One morning, Stinkabod Lamé discovers that his pet hamster Shortnin'head has become infected with the dreadful Fuzzy Rodent Flu.

Multimedia
マルチメディア

Creative Products
クリエイティブ プロダクツ

Thunder Bunny
サンダー バニー

Characters of the Future
キャラクター

Multimedia
マルチメディア
Creative Products
クリエイティブ プロダクツ
Thunder Bunny
サンダー バニー
Characters of the Future
キャラクター
DAZZELOIDS
Stinkabod Lame
Meet The Dazzeloids
History
Good Side
Bad Side
Pin Bleeper must choose the correct Lava Lamp Power Cell to activate the instant Nothing Capabilities of the dreaded Transglumifier.
The Dazzeloids report another mission successfully completed in the never ending quest for imagination, happiness, and a healthy hamster.
Jeremy's mother frantically searches for help on the family picture phone.
Jeremy and his mother are ecstatic! They thank the Dazzeloids, and feed them a wholesome snack of creamy corn and melon balls.
Titan Rose decides he must first smash the television set, and then read Jeremy a series of inspiring poems.
Stinkabod Lamé decides he must perform the Dance of Silliness to awaken Jeremy's frozen imagination.
Stinkabod Lamé decides he must perform the Dance of Silliness to awaken Jeremy's frozen imagination.
He orders Pin Bleeper to activate a larger and more powerful version of the Transglumifier, in order to create a more boring reaction.
Stinkabod Lamé causes the pet shop toilet to go into a reverse time warp whirlpool, which will flush the pet shop back in time and out of the void.
Yendor Talbneery
How Does It Work?
Go BACK
Vendor frequently visits planet Khryxiyx
Choice 1
Choice 2
In the secret home office of stately Chateau du Whim, the leader of the Dazzeloids, Anne Dilly Whim, instructs her comic commandos on their strenuous mission.
DAZZELOID DREAMS
Pick a Character
Behind the evil deed are the dastardly Mediogre and his obnoxious techno-weasel, Pin Bleeper. Together they plot a reign of boredom for the inhabitants of Compil City!
Jeremy and his mother are enraptured! They thank the Dazzeloids, and feed them a wholesome snack of biscuits and hot brown gravy.
DAZZELOIDS IN A Child Is Bored
by Rodney Alan Greenblat
The Mediogre is struck by a series of disturbing fantasies.
Across the sky they plunge in the amazing Dazzelwagon, singing joyous songs of bravery as they go.
And we don't know when we'll arrive.
The inspiring poems have worked! Jeremy starts to remember all the great books and magazines he has read!
The Transglumifier is ready. It is set to maximum power and tuned for mind-numbing boredom.
The Dazzeloids find themselves hopelessly wandering around in a blank area.
The Transglumifier is ready. It is set to maximum power and tuned for mind-numbing boredom.
The Dance of Silliness has worked! Jeremy awakens and joins the hilarious modern dance.
Using an arsenal of complicated and expensive computer software, Anne Dilly Whim plans a way to rescue her vanished comrades.
The End
by Rodney Alan

CREATIVE PRODUCTS

In 1994 through the Interlink agency in Tokyo, I was introduced to Sony Creative Products, a popular licensing division of the Sony Music Entertainment Group. Together we have created a series based on a totally new concept. It will be the first time an American artist and a Japanese company have collaborated to create a totally new line of characters and products. It will be the first time a major group of attractive consumer products will be launched without the benefit of a hit movie or television series. The three groups involved with this large project (Interlink, Sony Creative Products, Center For Advanced Whimsy) all hope it will be a great success. Plans for Video Games, Animations, books and music are all in progress. The first products, a group of stationary item debuted in Japan in December of 1995.

１９９４年に私のエージェントであるインターリンク・プランニングを通じて、ソニーミュージックエンターテイメントグループのソニークリエイティブプロダクツの紹介を受けました。そして、お互い協力して全く新しい展開を始めていくことになったのです。映画やテレビとは別にアメリカ人アーティストと日本の会社が共同で新しいキャラクターグッズを生み出し、販売するというのは初めてのことになるでしょう。ソニークリエイティブプロダクツ、インターリンク、そして、Center For Advanced Whimsy はこの一大プロジェクトの成功を期待しています。テレビゲーム、アニメーション、本、音楽などの計画はただ今進行中です。第一弾としてステイショナリーの販売が１９９５年１２月に日本で開始されました。

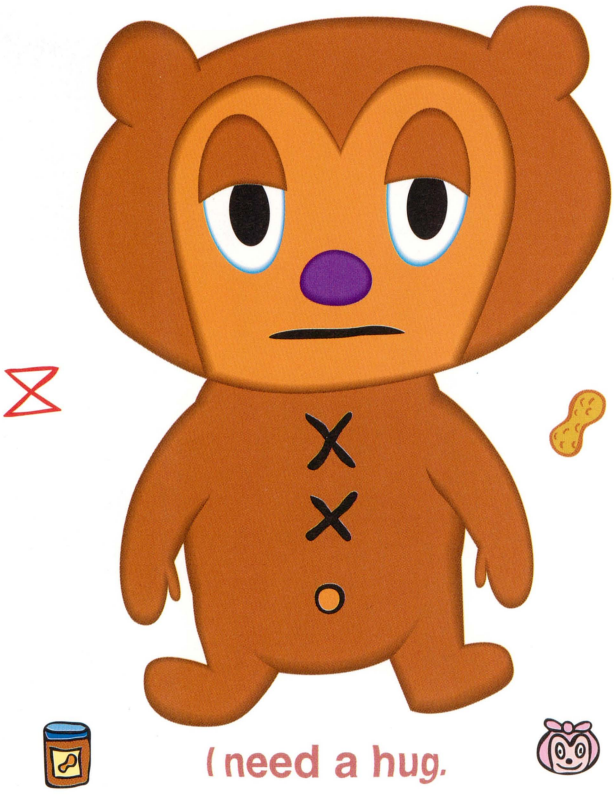
Since Sony CP is looking for a friendly hand drawn look, all the "RodneyFun" images start with scans from drawings. The designs are sent from New York to Tokyo on the Internet.

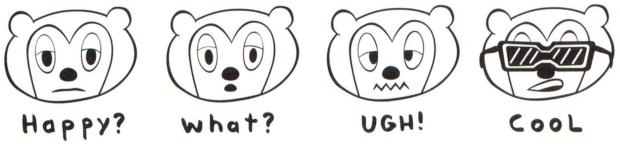
ソニークリエイティブプロダクツは親しみやすい手書き風の絵を探していたので、Rodney Fun の原画を見てもらいました。デザインはニューヨークから東京までインターネットで送られています。

Diner scene ▶

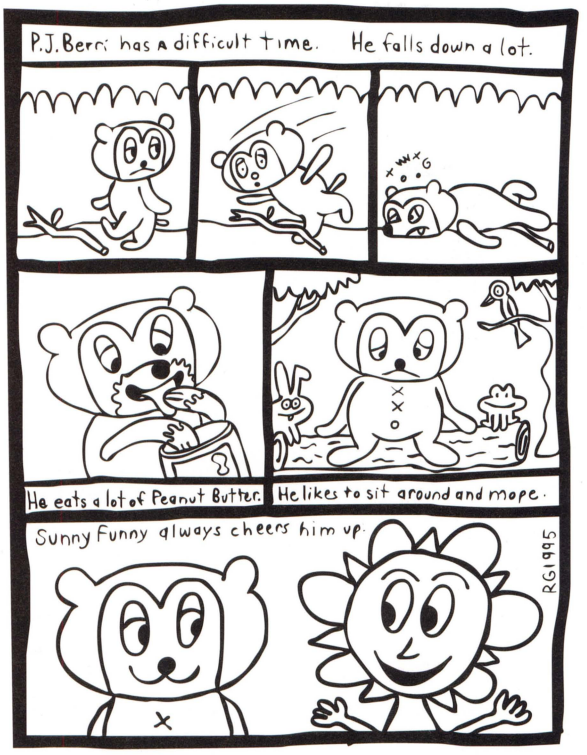
1994-1996

YUM
KETCHUP
Rodney FUN

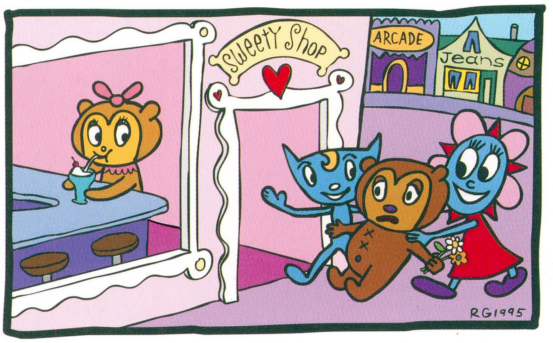

I need a hug.


Happy?
what?
UGH!
COOL

P.J. Berri

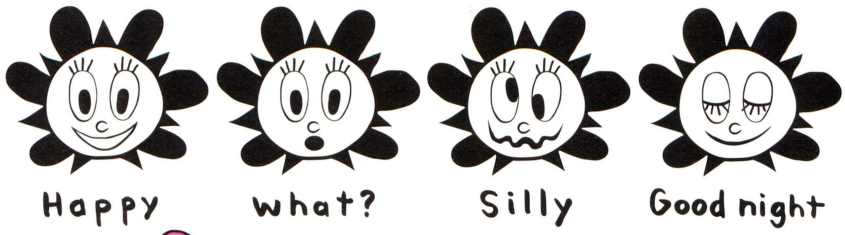

P.J. Berri has a difficult time. He falls down a lot.
He eats a lot of Peanut Butter.
He likes to sit around and mope.
Sunny Funny always cheers him up.
RG1995

RG95

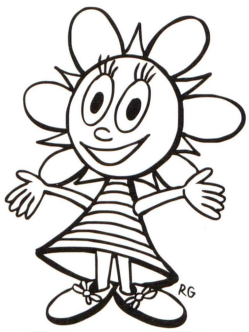

SWEETY SHOP
ARCADE
Jeans
RG1995

THE LAST COOKIE
RODNEY FUN

BLUB-BLUB
P.J. BERRI

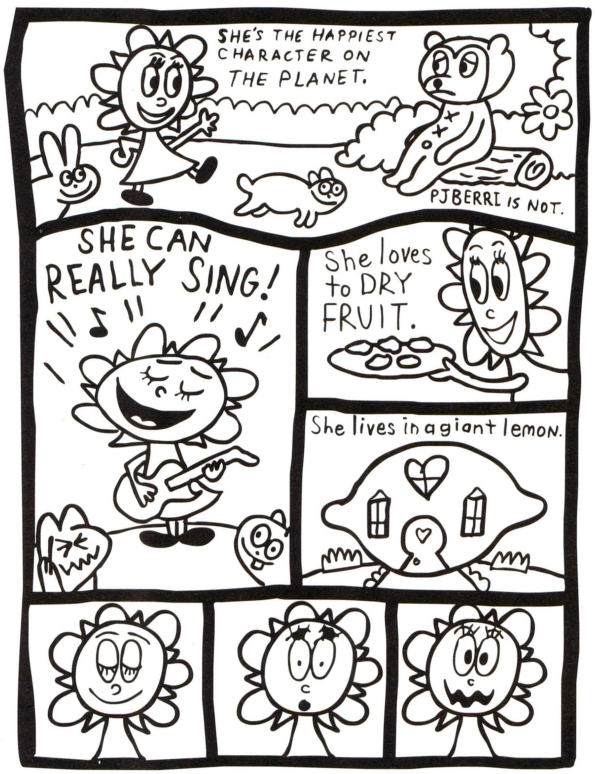


I'm Naturally Funny!



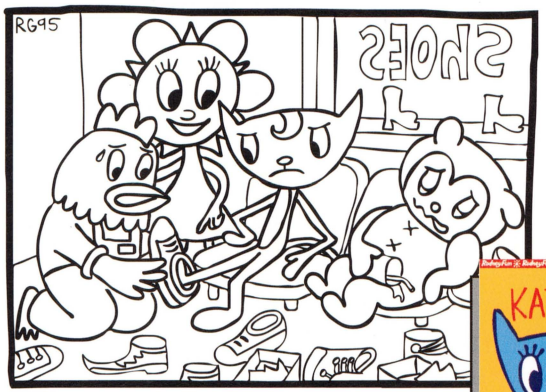
Sunny Funny

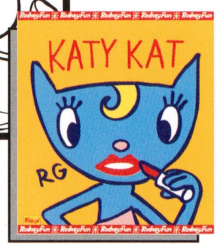
Smell me silly!

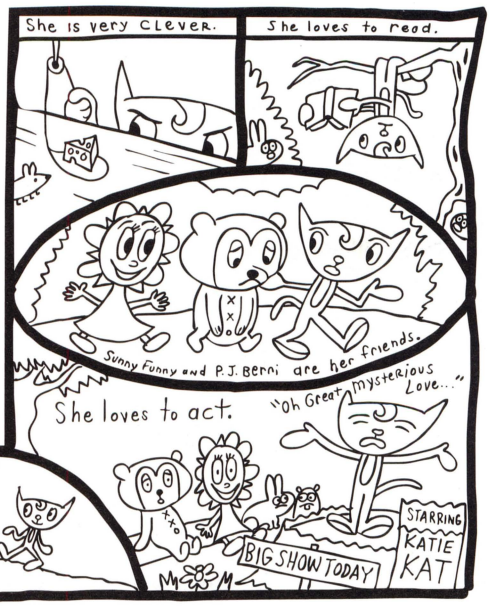

SHE'S THE HAPPIEST CHARACTER ON THE PLANET.
PJBERRI IS NOT.
SHE CAN REALLY SING!
She loves to DRY FRUIT.
She lives in a giant lemon.

KATY KAT

SMART is COOL.






She is very CLEVER.
She loves to read.
Sunny Funny and P.J. Berni are her friends.
She loves to act.
"Oh Great Mysterious Love..."
She lives in a fancy trunk.
BIG SHOW TODAY
STARRING KATIE KAT
RG1995

RodneyFun™

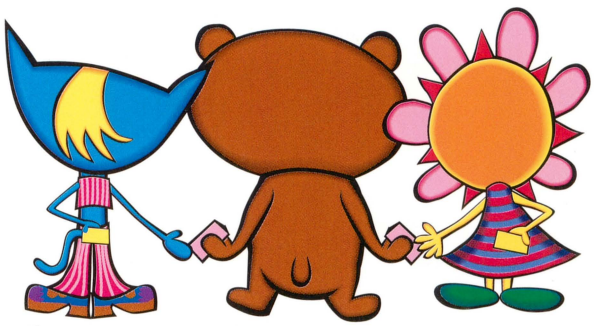
I'm Too FAMOUS!

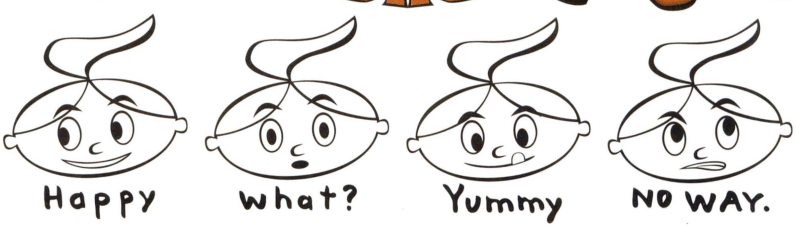
A+

Pony Pony

Pony Pony

I'm BRINGING MY STUFF!
RODNEY FUN




Happy
what?
Yummy
NO WAY.

CLUB FUN
P-NUT
CHIP
PonyPony
PonyLove House
RG

RODNEY
FUN
NEW

THUNDERBUNNY

Kids find Egg

1994-1996

Thunder Bunny is a children's picture book about a group of children who go on a wild adventure with a giant cloud-like bunny. Using their different individual talents they help Thunder Bunny find his way home.

サンダーバニーは、子どもたちが大きな雲のようなウサギといっしょに冒険をするという内容の絵本です。
子どもたちそれぞれの個性でサンダーバニーが家に帰るのを助けます。

Thunder Bunny will be one of the first internationally published children's books completely created with Fractal Designs "Painter" software. Harper Collins Publishers will generate the color separations electronically. This will be the first time they have done a picture book in this way. The proofs for all the spreads are printed on a large Iris printer for color accuracy.

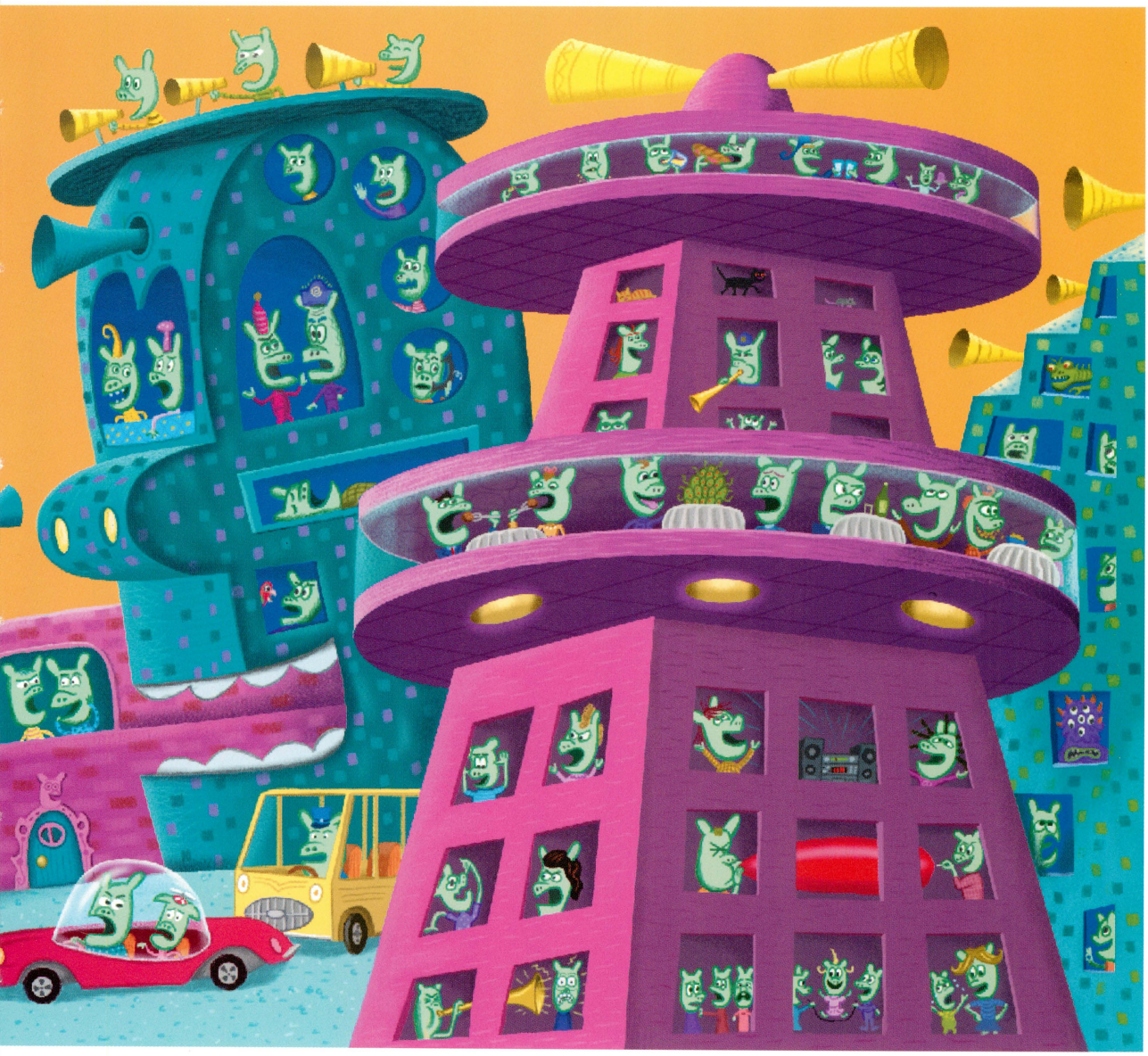
サンダーバニーは Fractal Designs の Painter というソフトですべて製作しました。これは、絵本としては世界で初めてのことでしょう。ハーパーコリンズ出版にとって絵本に初めてコンピュータによるカラー分解という方法を用いました。色の精度は厳密なので、アイリスというプリンターで出力されました。

Out Pops a Bunny

1994-1996

Jumping to Chatterland

The first place they stopped was called Chatterland. It was a place where everybody talks at once, and there was a lot of noise.



1994-1996

彼らが最初に足を止めたのはチャッターランドでした。そこでは、みんなが一斉にしゃべるので、とてもにぎやかでした。

Meeting the Artists

Artemis told the mayor of Scribblearia all about Thunder Bunny. She then made him a drawing as a gift. He was pleased, and in return gave them a map that showed a complicated way to a place called Cloudland. They were sure this was where Thunder Bunny's mommy would be found.

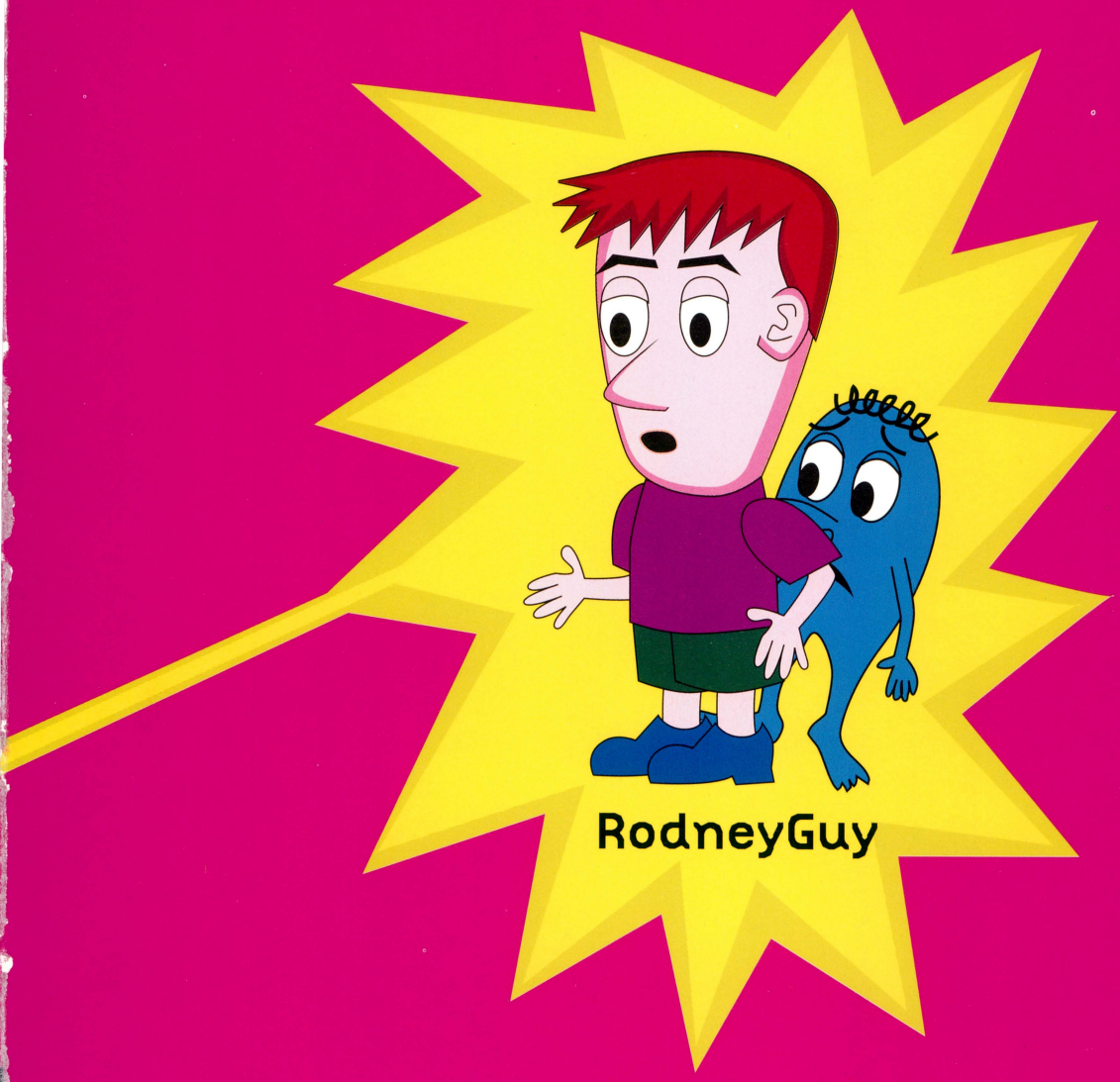
1994-1996

アルテミスはサンダーバニーについて知っていることを全部スクリブルエリアの市長に話しました。そして、絵を描いて市長にプレゼントしました。市長はとても喜んで、お返しにクラウドランドまでの複雑な道順が書かれた地図をくれました。子供達はそこにサンダーバニーのお母さんがいるに違いないと思いました。

CHARACTERS OF THE FUTURE

One of the goals of The Center For Advanced Whimsy is to create a group of popular new characters. Through collaborations with companies such as Interlink, Sony CP, Harper Collins, Fuji TV and Voyager this goal getting closer. The images in this chapter are a glimpse of the future.

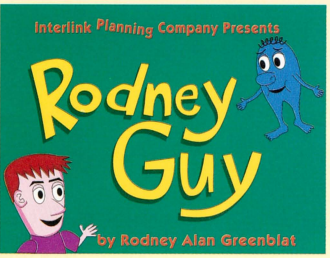
Mini Big

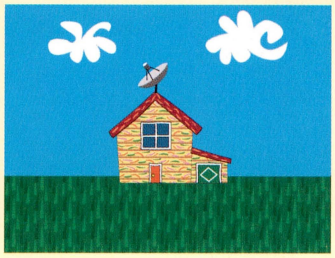


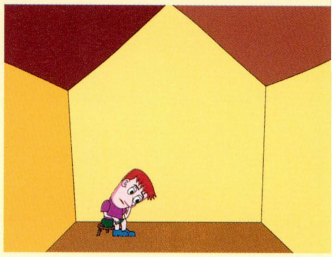
RodneyGuy

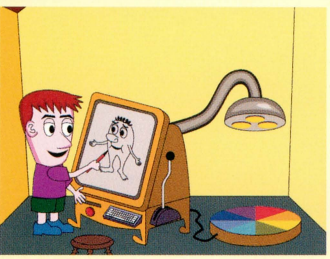
The Center For Advanced Whimsy のひとつの目標として、新しい人気キャラクターを創り出そうとしています。
この目標は、インターリンク、ソニークリエイティブプロダクツ、ハーパーコリンズ、フジテレビ、そして、Voyager 等の協力で達成できそうです。
この章では、そんな未来を覗いて見てもらおうというものです。

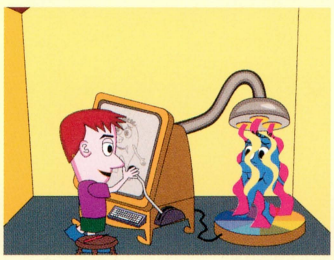
Cheese Robot

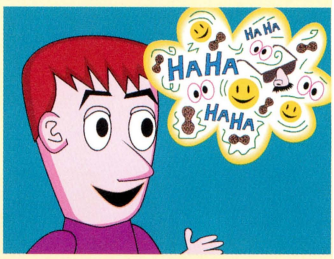

Interlink Planning Company Presents
Rodney Guy
by Rodney Alan Greenblat

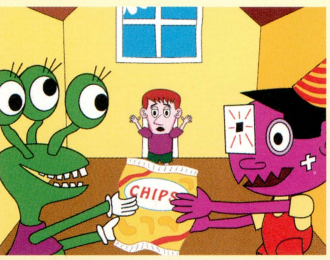


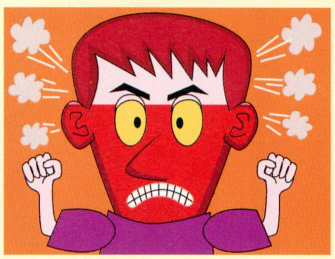


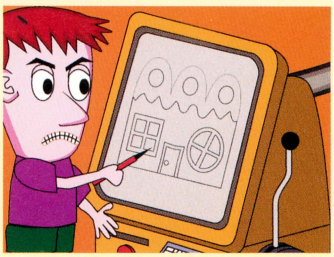


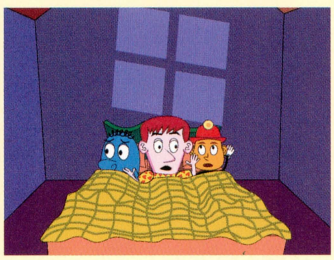


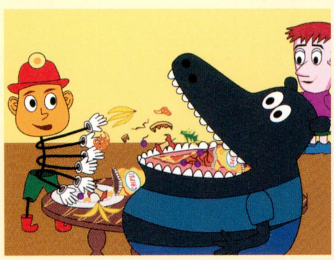

HAHA
HAHA
HAHA

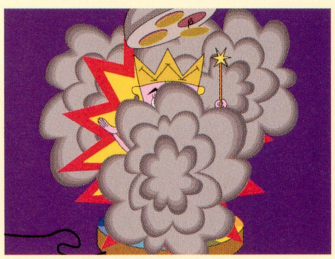

CHIPS

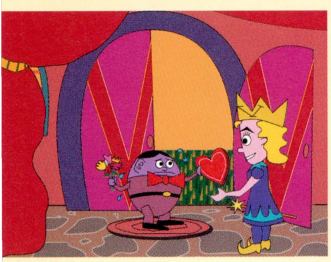


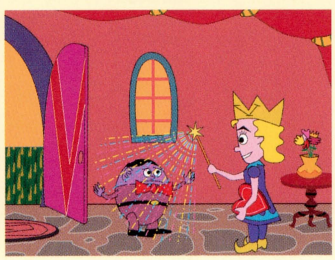


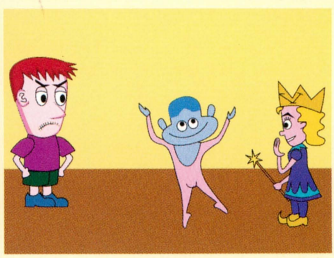


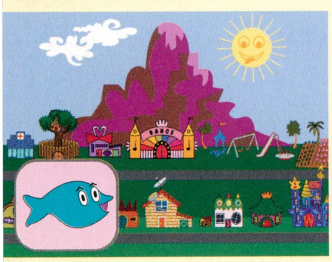


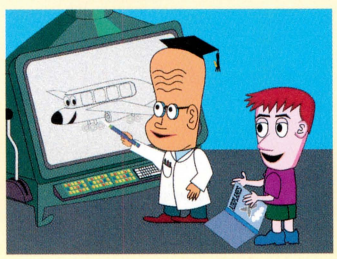


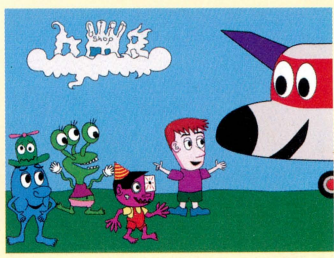


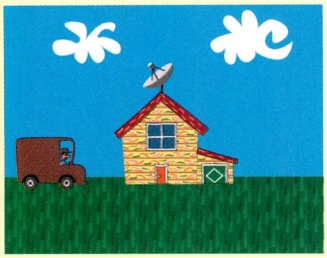


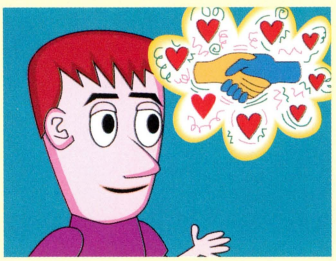
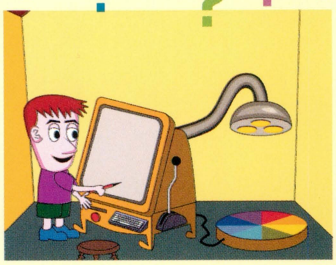
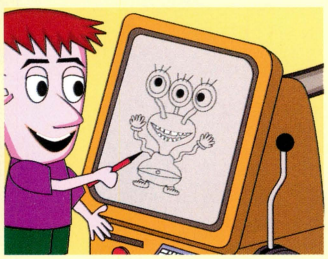
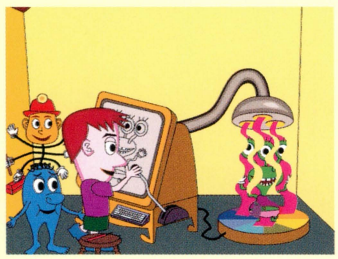
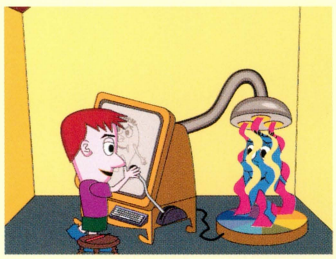
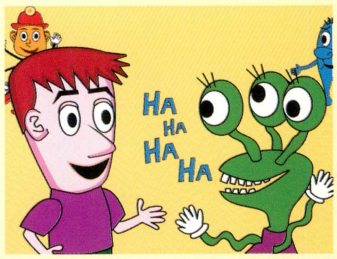








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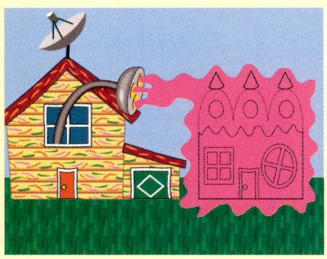
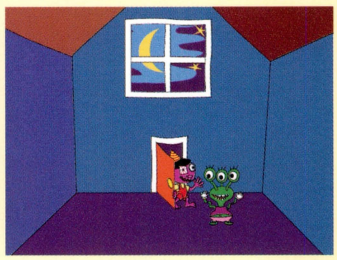
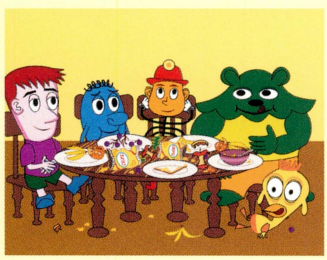
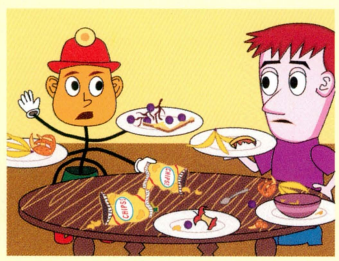
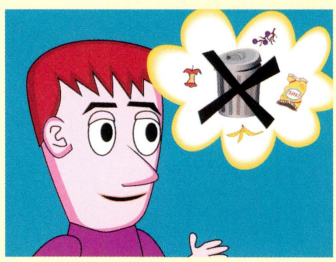
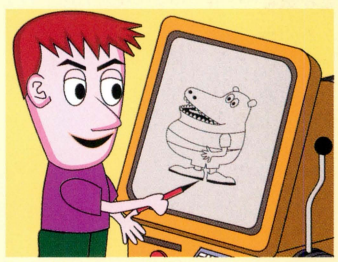
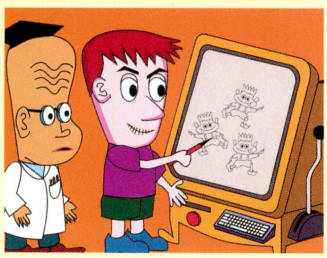
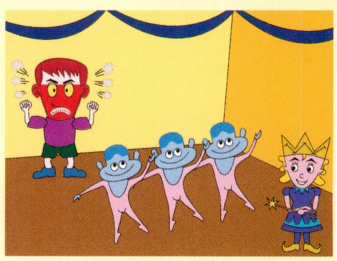
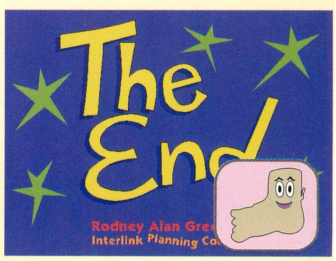






Shop


The End

MiniBig

1995

Born in a space colony on a distant planet, Mini Big is a feisty and courageous seven year old girl who becomes endowed with special powers. As she goes about the routines of being an imaginative seven year old, she often finds herself confronting evil, rescuing her parents, and saving the universe from certain doom.
These images were created to pitch this idea as an animated television show in the US.

宇宙の植民地である遠く離れた星に生まれたミニビッグは、短気で大胆な七歳の女の子で特別なパワーを持っています。彼女は空想しているうちに自分は悪と戦い、両親を助け、宇宙の危機を救う存在なのではないかと思うようになりました。
これらのイメージはアメリカでこのアイデアをテレビアニメとして放送するために制作されました。

Mini's Room

Haughty's Room

Mini's Outing

Dazzeloids TV

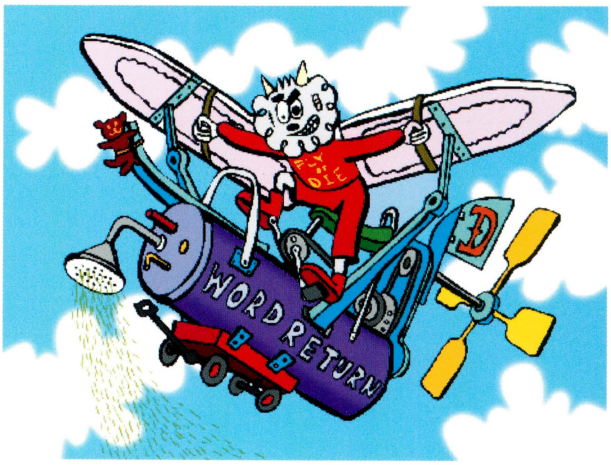
1995

The wild characters from the CD-ROM are now being adapted as an animated television series in the US. These images were created to pitch this idea to Television Production companies and broadcasting networks. The Dazzeloids are heroes of humor, sentinels of surprise, agents of astonishment, and are the only vital force that can stop the evil MEDIOGRE in his relentless conspiracy of mediocrity and total thought stopping boredom!

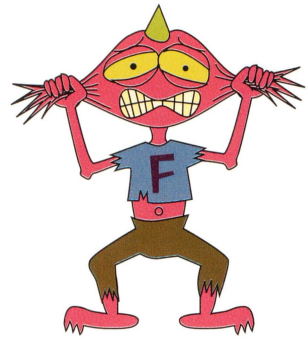
CD-ROM のにぎやかなキャラクターたちは今ではアメリカのテレビでアニメシリーズとして登場しています。これらのイメージは、ダゼロイズをアニメ化するためテレビプロダクションやネットワークテレビに合わせてつくられました。
ダゼロイズはユーモラスなヒーローで、人を驚かせるのが大好きです。彼は悪のメディオグレの退屈で邪悪な陰謀を止めることができる唯一の存在です。

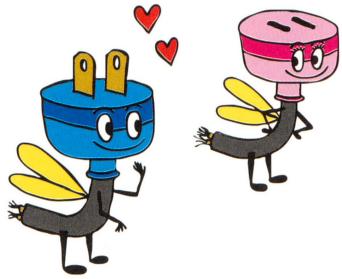
Words Away

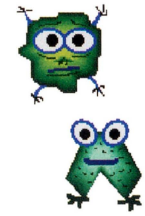
BurpLab

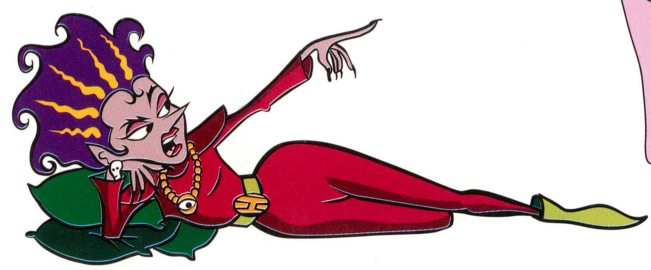


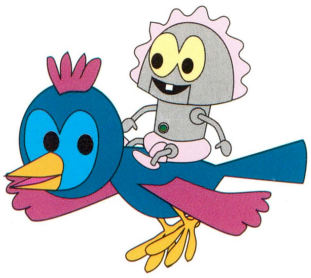
DazCopter

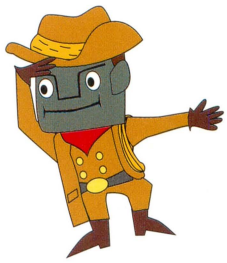

F

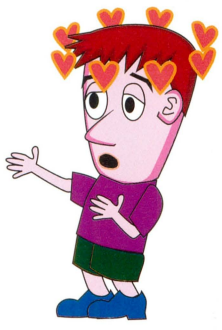


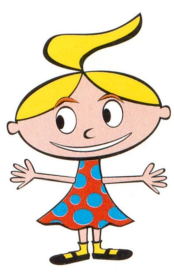
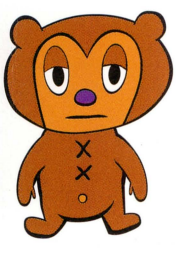


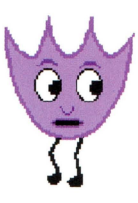
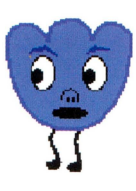
BLAM!


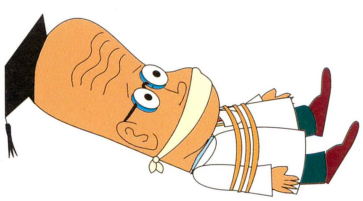


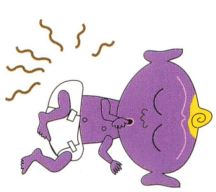








Canhead with Easel 1991

SUPER SAMURAI DIGITAL RODNEY ARTFORCE 2000
スーパーサムライ デジタルロドニー アートフォース ツーサウザン

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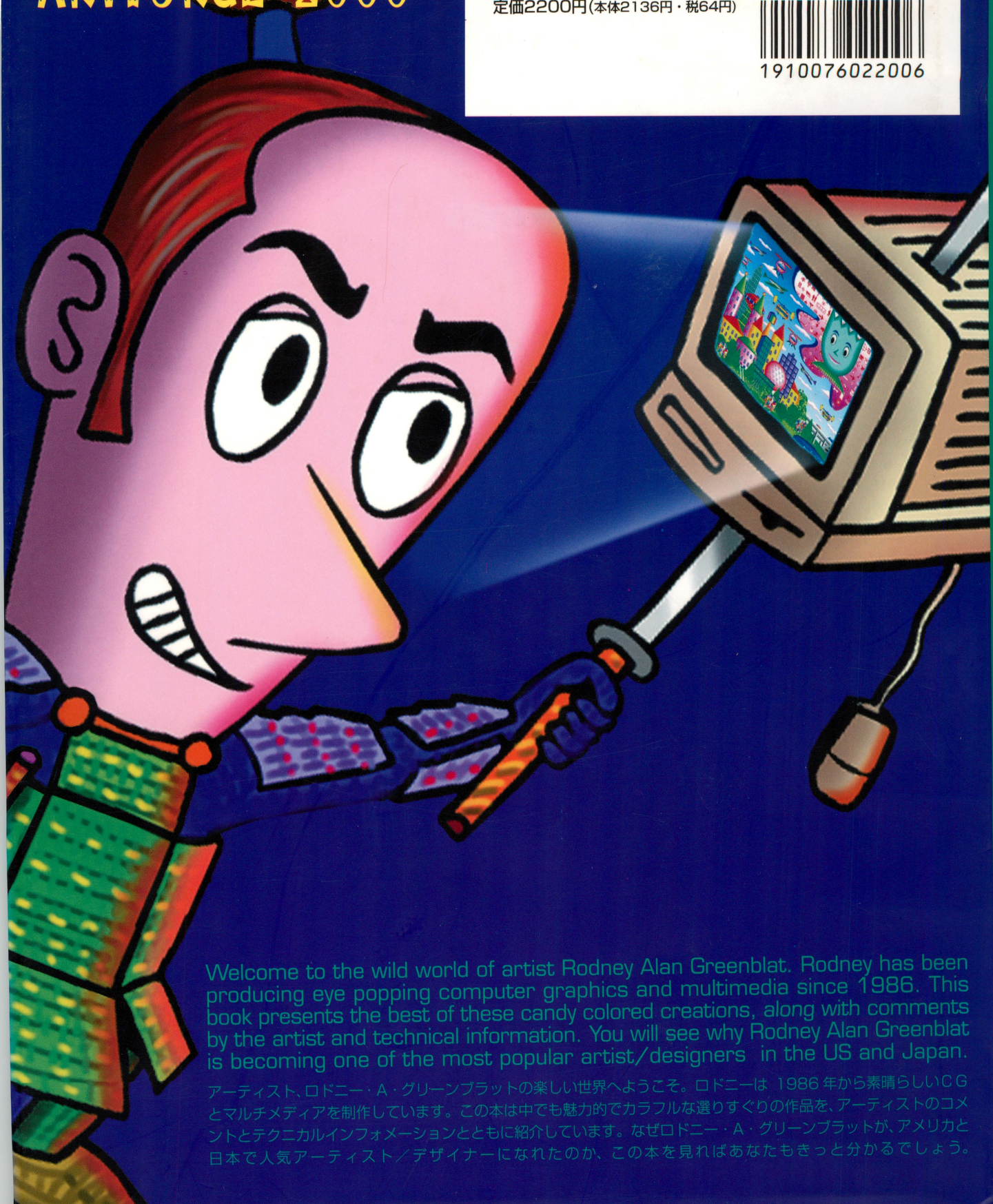

Welcome to the wild world of artist Rodney Alan Greenblat. Rodney has been producing eye popping computer graphics and multimedia since 1986. This book presents the best of these candy colored creations, along with comments by the artist and technical information. You will see why Rodney Alan Greenblat is becoming one of the most popular artist/designers in the US and Japan.

アーティスト、ロドニー・A・グリーンブラットの楽しい世界へようこそ。ロドニーは 1986 年から素晴らしいCGとマルチメディアを制作しています。この本は中でも魅力的でカラフルな選りすぐりの作品を、アーティストのコメントとテクニカルインフォメーションとともに紹介しています。なぜロドニー・A・グリーンブラットが、アメリカと日本で人気アーティスト／デザイナーになれたのか、この本を見ればあなたもきっと分かるでしょう。

スーパーサムライデジタルロドニーアートフォースツーサウザン

SUPER SAMURAI DIGITAL RODNEY